Laborator si seminar Programare in Java si software matematic

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Packages

Package is a grouping of related types (classes, interfaces, enumerations and annotations) providing access protection and namespace management.

Some of the existing packages in Java are -

- java.lang bundles the fundamental classes
- java.io classes for input , output functions are bundled in this package

Why Packages

Packages are used in Java in order

- to prevent naming conflicts
- to control access
- to make searching/locating and usage of classes, interfaces, enumerations and annotations easier, etc.

How to create Packages

Use of the Key word package

Package statement is the first line of the source file

It can be only one package statement in each source file

If **package** statement is not used then the class, interface, enumerations and annotation type will be placed in the current default package

Package

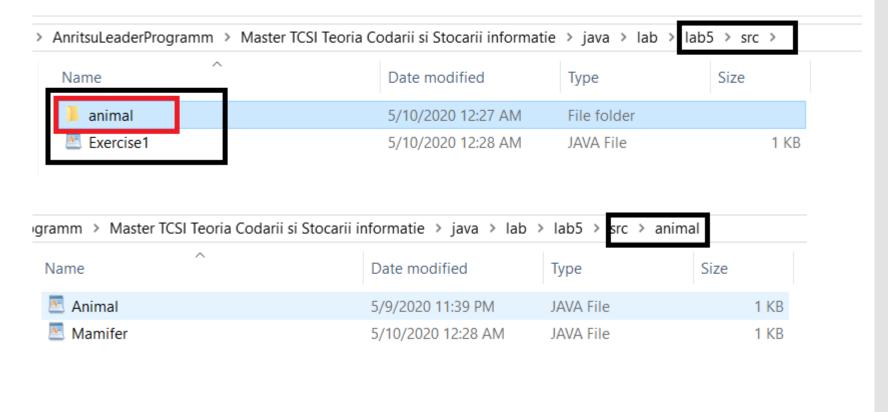
```
☑ Animal.java 
☐ Manifer.java
                                                                                       Exercise1.java
                                                           package animal;
                                                           public interface Animal {
                                                                    public void eat();
                                                                   public void travel();

☑ Manifer.java 
☑ Exercise1.java
                                                      Animal.java
                                                           package animal;
     > M JRE System Library [JavaSE-1.8]
                                                           public class Manifer implements Animal {
       v 🕭 src
                                                              public void eat() {
          System.out.println("Manifer eats");
             Exercise1.java-
                                                         6
          v 🖶 animal
                                                      △ 8⊝
                                                                 public void travel() {
              Animal.java
                                                        9
                                                                    System.out.println("Manifer travels");
             Manifer.java
                                                       10
                                                        11

☑ Exercise1.java 

□
Animal.java
               Manifer.java
                                                       12⊖
                                                                 public int noOfLegs() {
                                                       13
                                                                    return 0
    import animal.*;
                                                                            int animal.Manifer.noOfLegs()
                                                       14
                                                       15
    public class Exercise1 {
                                                       16⊖
                                                                 public stat
         public static void main(String[] args) {
                                                                    Manifer
                                                       17
  5
             Manifer o = new Manifer ();
                                                                                          Press 'F2' for focu
                                                       18
                                                                    m.eat();
  6
             o.travel();
                                                       19
                                                                    m.travel();
                                                       20
  8
                                                       21 }
 9 }
                                                       22
10
```

Package Directory Structure



A package/folder with the name **animals** will be created in the current directory and these class files will be placed in it as shown below.

Packages Prevent Name Conflict

```
lab - lab5/src/test/Exercise2.java - Eclipse IDE
<u>File Edit Source Refactor Navigate Search Project Run Window Help</u>
                                     □ 3 3 3 1 1
                                     Animal.java
Package Explorer ⋈
                                                 Exercise1.java
Mamifer.java

☑ Exercise2.java 
☑ Mamifer.java
> 👺 lab1
                                       1 package test;
  lab2
                                        3 public class Exercise2 {
⇒ 3 lab3
                                          public static void main(String[] args) {
⇒ 3 lab4
                                             Mamifer mam = new Mamifer();
System.out.println("No of legs " + mam.noOfLegs());
  → JRE System Library [JavaSE-1.8]
  8
    v 🖶 animal

☑ Mamifer.java 
☒ ☑ Exercise2.java
                                      Animal.java
                                                    Exercise1.java
       🗗 Animal.iava
                                         package animal;
        Mamifer.iava
                                       3
                                         public class Mamifer implements Animal {
                                       4
     5
                                       6∈
                                                   public void eat() {
      Exercise1.java
                                                          System.out.println("Manifer eats");
                                       8
       Exercise2.java
                                      9
                                      100
                                                      public void travel() {
        Mamifer.java
                                     11
                                                          System.out.println("Manifer travels");
                                      12
Animal.java
            Exercise1.java
                          Mamifer.java
                                        Exercise2.java
                                                      public int noOfLegs() {
                                                          return 0;
   package test;
                                                      public static void main(String args[]) {
   public class Mamifer {
                                                         Mamifer m = new Mamifer();
       public void eat() {
                                                         m.eat();
                                                         m.travel();
            System.out.println("Manifer eats a lot");
 6
 80
          public void travel() {
            System.out.println("Manifer travels a lot");
 10
 11
12⊝
          public int noOfLegs() {
13
             return 2;
14
15 }
```

Homework

Please write a new app in test Package an define objects of Mamifer Type from both test and animal Package. Tip: use both Exercise 1 and 2.